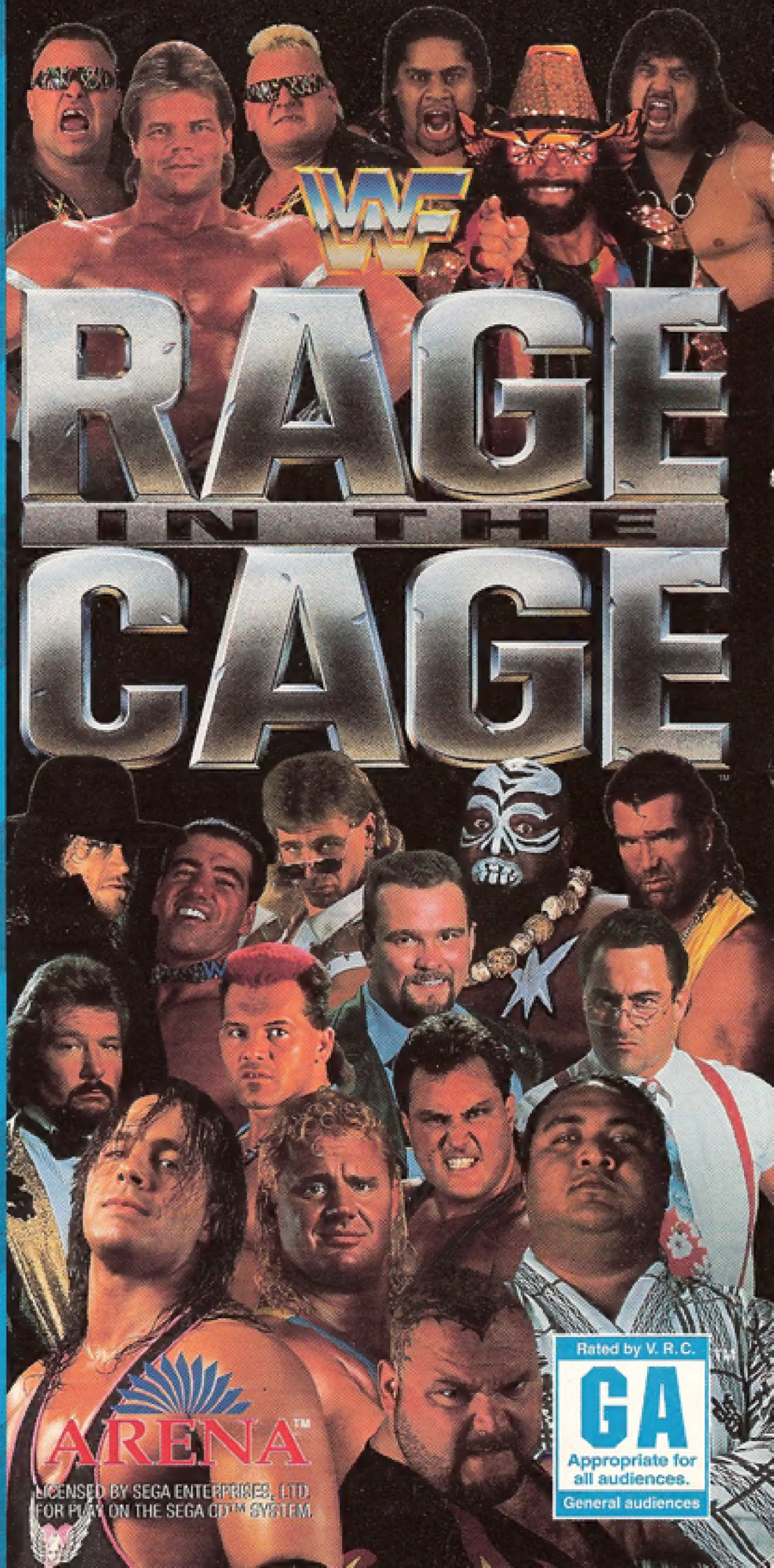


SEGA

CD
SEGA
S



WWE RAGE IN THE CAGE



ARENA™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V. R. C.
GA
Appropriate for
all audiences.
General audiences



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

HANDLING YOUR CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

CONTENTS

You Won't Believe Your Eyes and Ears.....3

Before You Climb Into the Ring.....3

Rules of the Ring.....4

Moves and Maneuvers....5

Ground Moves.....6

Grappling.....6

Aerial Moves.....7

Rule-Breakers
Only.....8

Quick Reference Chart....11-12

Special Moves.....13-14

Strategies to Remember....15

Superstar Profiles.....16



YOU WON'T BELIEVE YOUR EYES AND EARS

Forget everything you've ever thought about wrestling games: **WF® RAGE IN THE CAGE™** for your Sega CD™ system will bodyslam your senses with graphics and sound that are second to none!

All the muscular power and canny strategies of the greatest superstars in the World Wrestling Federation® are in the palms of your hands! Be whomever you want to be, from 505-pound sumo sensation Yokozuna™ to technical master Bret "Hit Man" Hart™, from mighty Hawaiian strongman Crush™ to uncontrollable Ugandan wildman Kamala™. There are 20 magnificent matmen to choose from!

But **WF® RAGE IN THE CAGE™** gives you more: You can wrestle in one-on-one matches, in wild brawling contests or in tournament mode. Or, for the most difficult test of wrestling skills yet, take the battle inside the steel cage, where the only escape is exhilarating victory... or agonizing defeat!

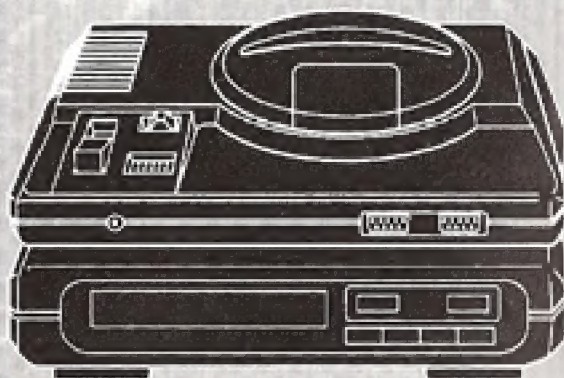
No matter how you choose to play, **WF® RAGE IN THE CAGE™** takes you to the center of the squared circle with more wrestlers and ways to play than you've ever known. And with the power of your Sega CD™ system paired with state-of-the-art digital audio and video, plus the colorful superstars of the World Wrestling Federation®, the result is pure wrestling action that never lets up.

There's the opening bell! Get out there and wrestle!

BEFORE YOU CLIMB INTO THE RING

LOADING:

1. Set up your Sega CD™ as described in its manual.
2. Turn the power on your Sega Genesis™ ON. When the Sega CD™ opens, place your **WF® RAGE IN THE CAGE™** CD onto the tray and press the START BUTTON.
3. When you see the **WF® RAGE IN THE CAGE™** title sequence, press the START BUTTON on your controller to bring up the selection screens.



NOTE: **WF® RAGE IN THE CAGE™** automatically supports the Sega™ Genesis™ 6-Button Arcade Pad. Use the UP and DOWN D-BUTTON ARROWS and the C BUTTON to choose your match type. Choose either one or two players in:



- ONE FALL
- BRAWL
- TOURNAMENT
- STEEL CAGE MATCH

Then, if you are playing a one-player game, you will be asked to select the difficulty level you desire from 1 (easiest) to 10 (hardest) and finally, to select whether you want to have the computer select your opponent or select for yourself.

Once the options have been selected, you will then be able to choose which World Wrestling Federation® superstars you wish to control. The D-BUTTON scrolls between them, the A BUTTON bring up videos of their special moves and the C BUTTON selects them.

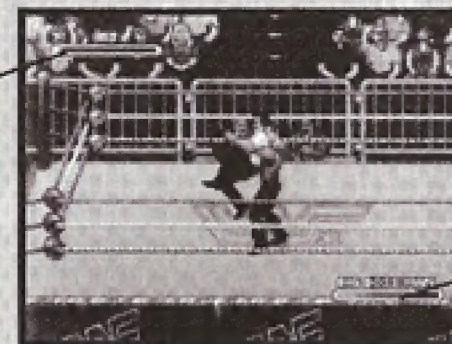
At any time before the actual start of the match, you may go back and change any of the above elements by pressing the START BUTTON.

NOTE: If you are using a controller with a slow-motion feature, be sure to turn the slow-motion feature OFF when playing **WF® RAGE IN THE CAGE™**.

RULES OF THE RING

WF® RAGE IN THE CAGE™ provides a wide variety of ways to wrestle, ranging from the standard one-on-one, one-fall match to the brutal **WF® RAGE IN THE CAGE™**, each with its own rules, regulations and goals. A one-on-one One-Fall match pits two wrestlers against one another. The object of this match is to pin your opponent for a three-count administered by the referee. Because wrestlers are in peak physical condition, this can often be hard to do. Before they can be pinned, they must be worn out. Accordingly, a strength meter is displayed on-screen for each wrestler, depicting exactly how much strength he has left. The lower his energy level, the more likely it is that you will be able to pin him.

STRENGTH
METER



STRENGTH
METER

A **Brawl** is a match without a referee. Anything goes. All illegal moves are permitted, and there are no pins or disqualifications! The match goes on until one man lacks the strength to continue!

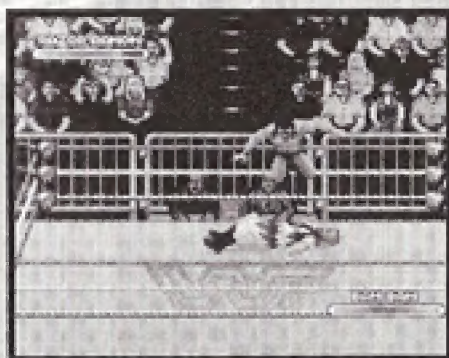
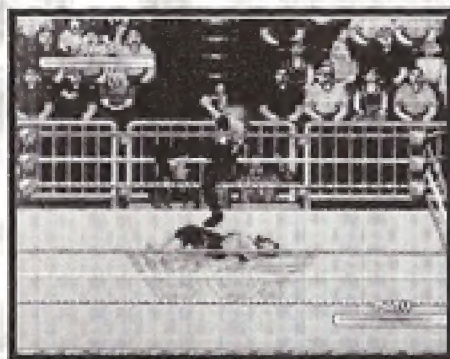
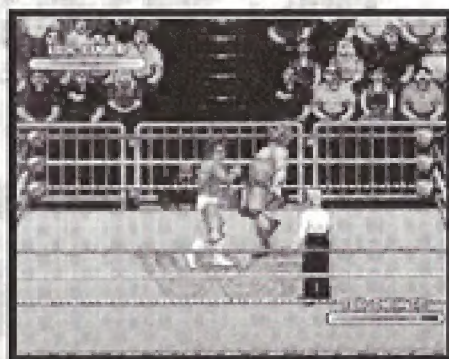
In **Tournament** mode (available only when playing the computer), your wrestler must score victories against all 19 other wrestlers in order to win the coveted World Wrestling Federation® Championship Belt. The selection of opposing wrestlers and the order in which you face them is random.

The **Steel Cage Match** is the ultimate test of a wrestler's skill and endurance. Two wrestlers are locked inside a steel cage from which only one can emerge. The victor is whoever climbs over the top of the Cage first! But getting there won't be easy, because all moves, including illegal ones, are permitted inside the Cage!

MOVES AND MANEUVERS

Before you can win the World Wrestling Federation® Title, you must learn the art of wrestling from the ground up. Once the basic ground moves and grapples have been mastered, you can perfect the difficult aerial moves and eventually the special, unique moves of each wrestler. Only when all these have become second nature can you begin your quest of the World Wrestling Federation's® most coveted honor in earnest.

NOTE: 6- Button Controls are in parentheses.



ground moves

To move around the ring, use the D-BUTTON ARROWS.

To run across the ring, hold the A BUTTON.

To kick your opponent, press the C BUTTON while you and your opponent are both standing.

To punch your opponent, press the B BUTTON while you and your opponent are both standing.

To stomp or kneedrop your opponent, press the C BUTTON while you are standing and your opponent is on the mat.

To splash or elbowdrop your opponent, press the B BUTTON while you are standing and your opponent is on the mat.

Go for the pin by pressing the B+C BUTTONS (Y BUTTON) while you are standing and your opponent is lying on the mat. Press the A+B BUTTONS (X or Z BUTTON) to roll off your opponent and continue wrestling, or press any other button (A, B or C BUTTON) to keep your opponent pinned. If you pin your opponent for a full three-count, you win!

When on the mat, press any button to get up or, if being pinned, to try to kick out of the pin attempt.

To roll out of the way of your opponent when you are on the mat, use the UP and DOWN D-BUTTON ARROWS.

To exit the ring during a cage match, hold the A+B BUTTONS (Z BUTTON) and push the D-BUTTON into the upper-left or upper-right corner.

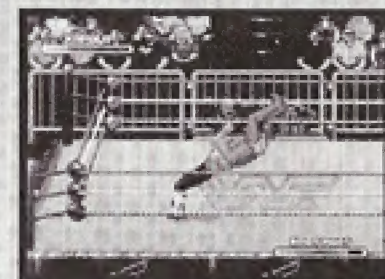
MOVES AND MANEUVERS

One of the most important and exciting events in a wrestling match is the **grapple**. The grapple is the essence of wrestling, as the two combatants vie for control against each other, using all of their strength and speed to force their opponent into submission.

To lock your opponent in a grapple, press the B+C BUTTONS (Y BUTTON) while you are both standing. The wrestler who is leaning forward during the grapple is the man in control of his opponent. When grappled, a grapple meter will appear over the wrestlers, indicating the direction and degree of control. When dominating in the grapple, you have several options, each of which requires a certain degree of dominance to achieve.

- 1: Deliver a headbutt by pressing the C BUTTON.
- 2: Bodyslam your opponent by pressing the B BUTTON.
- 3: Suplex your opponent by pressing the B+C BUTTONS (Y BUTTON).
- 4: Push your opponent into the ropes by pressing the A BUTTON.
- 5: Deliver a backbreaker by pressing the A +B BUTTONS (X BUTTON).
- 6: Deliver an atomic drop by pressing the A+B+C BUTTONS (Z BUTTON).

To fight for dominance in a grapple, hit any button repeatedly. If you are being controlled in a grapple, the A BUTTON will enable you to break out of the grapple... if you have enough strength.



grappling

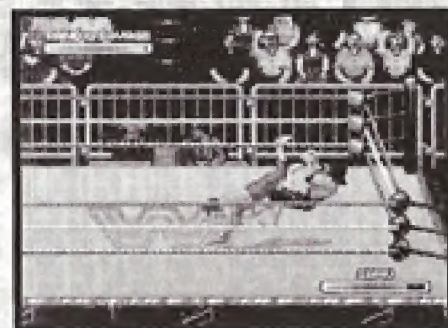
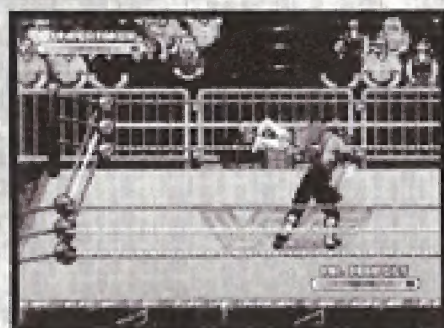
MOVES AND MANEUVERS

Aerial moves are another exciting element of a professional wrestler's repertoire. They are much more difficult to master than simple kicks and punches but are well worth learning because they are some of the most effective and punishing maneuvers in the sport.

To hip-toss your opponent, press the B BUTTON while you are standing and your opponent is running.

To deliver a dropkick, press the C BUTTON while you are standing and your opponent is running at you, or press the B BUTTON while you are running and your opponent is standing.

To clothesline your opponent, press the B + C BUTTONS (Y BUTTON) while you are standing and your opponent is running.



To deliver a flying elbowdrop, press the B BUTTON while you are running and your opponent is lying on the mat.

To climb to the top turnbuckle, use the D-BUTTON ARROWS to walk to the upper left or right corner of the ring, then press the UP D-BUTTON ARROW to climb up.

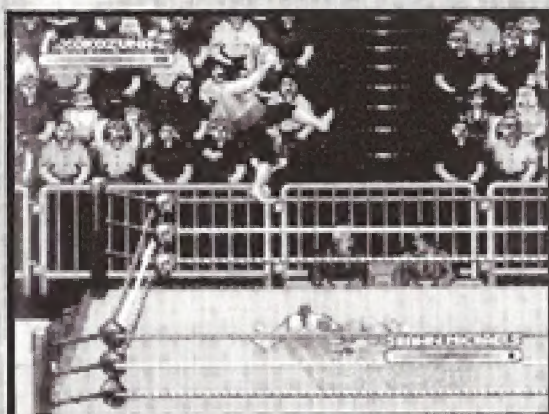
To leap off the turnbuckle, press the A, B, or C BUTTON (Y BUTTON.)

To climb back down, press the DOWN D-BUTTON ARROW.

Sometimes the sheer force of a wrestling move will send a wrestler spilling from the ring onto the concrete surrounding it. As soon as the referee sees you have left the ring in a one-fall match, the referee will begin a 10-count.

If, when he reaches 10 you are not in the ring, you will be disqualified and your opponent will be awarded the match.

To return to the ring, walk into the apron of the ring.



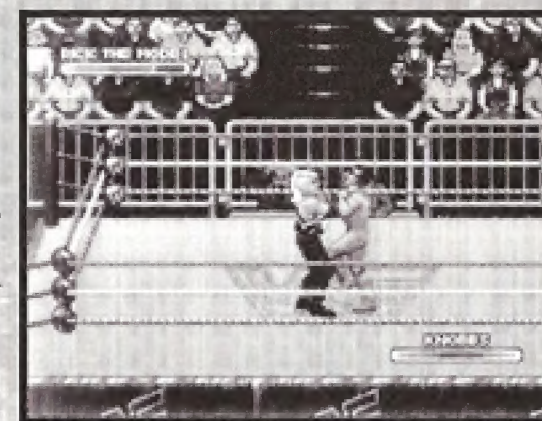
MOVES AND MANEUVERS

rule-breakers only

If you're an honest scientific wrestler who sticks to the rules and enjoys honest competition, please skip this section. But if you're the kind of wrestler who seeks any advantage, without regard for the rules or for the safety of your opponents, read on. There are moves that have been banned in standard World Wrestling Federation® matches because of their injurious effects on their victims. These illegal moves can be used in the ring during the referee-less Brawl and Steel Cage matches, but a referee will always prevent you from using them when he's watching! These moves are the eye gouge and the chokehold.

To choke your opponent, press the A+B BUTTONS (Z BUTTON).

To gouge your opponent's eyes, press the A+B+C BUTTONS (X BUTTON).



MOVES AND MANEUVERS

To break a chokehold, press ANY BUTTON repeatedly when being choked.

Leaving the ring voluntarily during a match is also illegal, but it can be a useful strategy, because all moves, including illegal ones, can be used outside the ring. Once a match leaves the ring, the referee has no authority over it except to begin the 10-counts against the wrestlers. Preventing your opponent from returning to the ring during his count is often an easy path to victory!

To leave the ring voluntarily, press the A BUTTON while walking into the ropes on the front or sides of the ring, or by rolling to the front and pressing the A BUTTON.

s p e c i a l m o v e s

Each wrestler in the World Wrestling Federation® demonstrates his own unique style and personality. These personalities influence everything from outfits to wrestling strategies, but where these personalities are often best reflected is in the special "signature" moves that each wrestler perfects. From Shawn Michaels'™ "Back Suplex" to Bret Hart's™ "Sharpshooter," each wrestler's special move is like a trademark, identifying him to the wrestling world while inspiring fear and respect from his opponents! Master each wrestler's special move for the ultimate World Wrestling Federation® matches! Each can be used only when inside the ring, only when your opponent is worn down, and only in specific situations. See the Special Moves chart on pages 13-14 for more details.

QUICK REFERENCE CHARTS








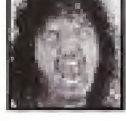




**WORLD WRESTLING
FEDERATION®**









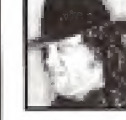



QUICK REFERENCE CHART

	A	B	C	A + B	B + C	A+B+C	X (6-BUTTON ONLY)	Y (6-BUTTON ONLY)	Z (6-BUTTON ONLY)
BOTH WRESTLERS STANDING	run/ exit ring	punch	kick	choke (illegal)/ exit cage	grapple	eye gouge (illegal)	eye gouge (illegal)	grapple	choke (illegal)/ exit cage
YOU'RE STANDING, OPPONENT IS LYING DOWN	run/ exit ring	elbowdrop or big splash	stomp or kneedrop	roll off	pin		roll off pin	pin	roll off pin
YOU'RE, STANDING, OPPONENT IS RUNNING	run/ exit ring	hiptoss	dropkick		clothesline			clothesline	
YOU'RE RUNNING, OPPONENT IS STANDING	run	dropkick							
YOU'RE RUNNING, OPPONENT IS LYING DOWN	run	flying elbowdrop							
YOU CONTROL OPPONENT IN GRAPPLE	push into ropes	bodyslam	headbutt	backbreaker/ special move	suplex	atomic drop	atomic drop	suplex	back- breaker/ special move
OPPONENT CONTROLS YOU IN GRAPPLE	bust out	try to gain control	try to gain control	try to gain control	try to gain control	try to gain control	try to gain control	try to gain control	try to gain control

SPECIAL MOVES

WRESTLERS	SPECIAL MOVES
 Bam Bam Bigelow™	Headbutt off the Ropes: Climb turnbuckle and press A+B (Z BUTTON) when opponent is on mat.
 Big Boss Man™	Big Boss Slam: Win the grapple with A+B (Z BUTTON).
 Bret "Hit Man" Hart™	Sharpshooter: Walk to the feet of a fallen opponent and press A+B (Z BUTTON).
 Crush™	Cranium Crunch: Walk behind a stunned opponent and press A+B (Z BUTTON).
 Head Shrinker Fatu™	Splash off top Ropes: Climb turnbuckle and press A+B (Z BUTTON) when opponent is on mat.
 Head Shrinker Samu™	Splash off top Ropes: Climb turnbuckle and press A+B (Z BUTTON) when opponent is on mat.
 Irwin R. Schyster™	Write-Off: Win the grapple with A+B (Z BUTTON).
 Kamala™	Splash off the Ropes: Walk to the feet of a fallen opponent and press A+B (Z BUTTON).
 Lex Luger™	Running Forearm: Win the grapple with A+B (Z BUTTON).
 Macho Man Randy Savage™	Flying Elbow Smash: Climb turnbuckle and press A+B (Z BUTTON) when opponent is on mat.

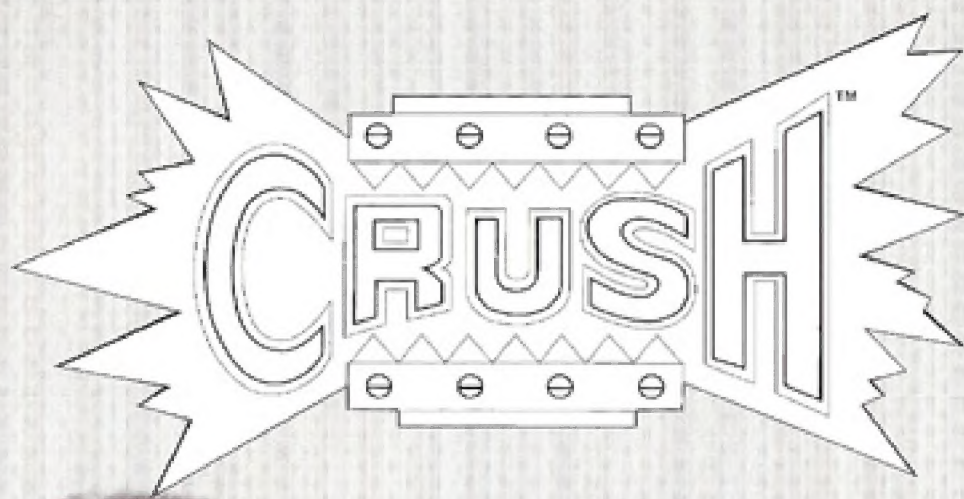
WRESTLERS	SPECIAL MOVES
 The Model Rick Martel™	Boston Crab: Walk to the feet of a fallen opponent and press A+B (Z BUTTON).
 Nasty Boy Knobbs™	Nasty Slam: Win the grapple with A+B (Z BUTTON).
 Nasty Boy Sags™	Elbow off the top ropes: Climb turnbuckle and press A+B (Z BUTTON) when opponent is on mat.
 Mr. Perfect™	Perfect-Plex: Win the grapple with the A+B (Z BUTTON).
 Razor Ramon™	Razor's Edge: Win the grapple with A+B (Z BUTTON).
 Shawn Michaels™	Back Suplex: Walk behind a stunned opponent and press A+B (Z BUTTON).
 Tatanka™	Reverse Fallaway Slam: Bounce opponent off the ropes and press A+B (Z BUTTON) when in range.
 Ted DiBiase™	Million Dollar Dream: Walk behind a stunned opponent and press A+B (Z BUTTON).
 The Undertaker™	Tombstone Piledriver: Win the grapple with A+B (Z BUTTON).
 Yokozuna™	Banzai Drop: While opponent is lying down, walk into either of the upper corners and press A+B (Z BUTTON).

STRATEGIES TO REMEMBER

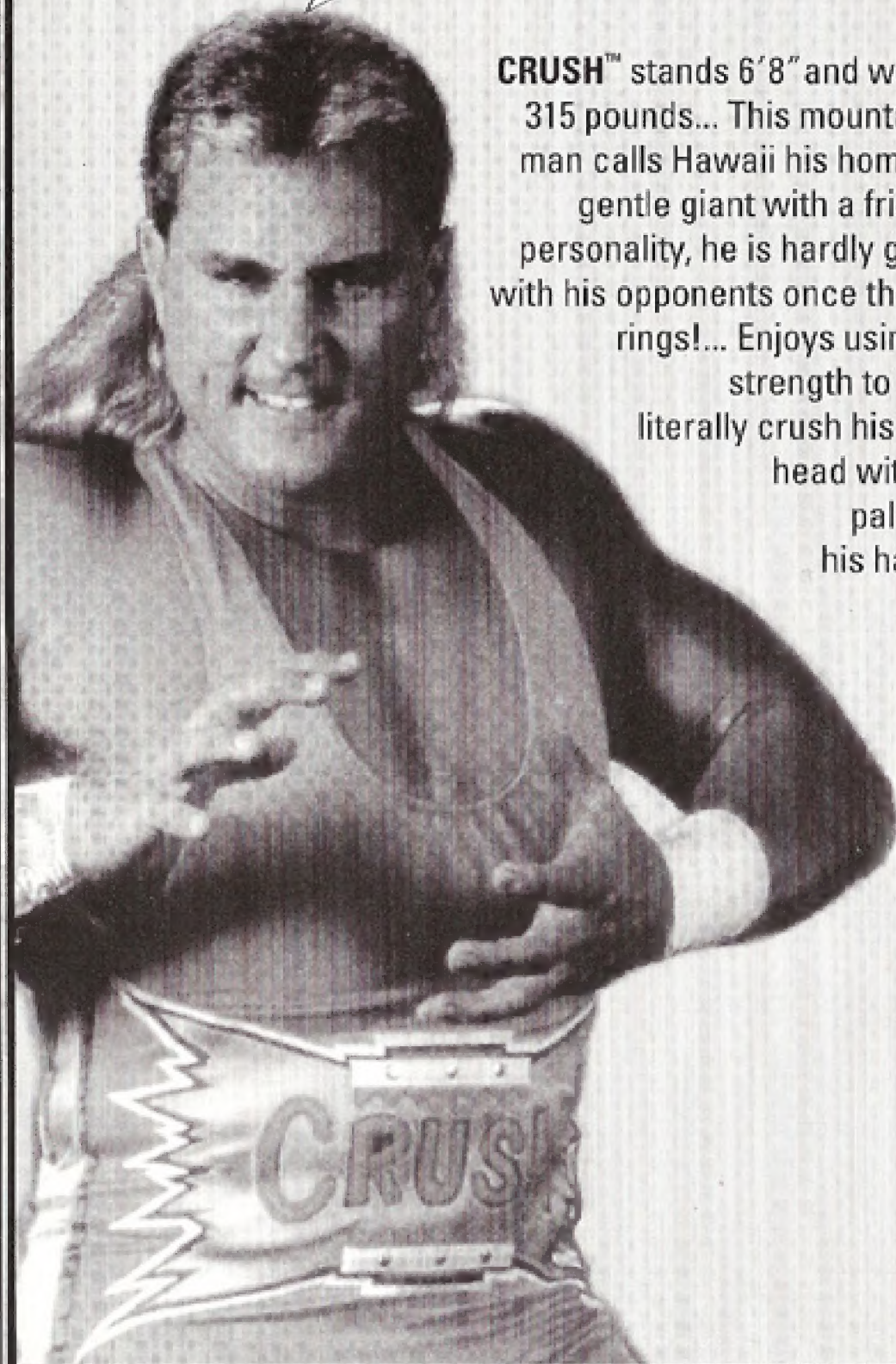
- Keep an eye on your strength meter.
- Work on combinations: That is, follow up one move very quickly with another move. This way, you don't give your opponent a chance to catch his breath... or you off-guard!
- Wait for the appropriate time to launch an aerial attack: You want your opponent weakened enough so that he doesn't roll out of the way and gain an advantage while you're down!

SUPERSTAR PROFILES





CRUSH™ stands 6'8" and weighs 315 pounds... This mountain of man calls Hawaii his home... A gentle giant with a friendly personality, he is hardly gentle with his opponents once the bell rings!... Enjoys using his strength to try to literally crush his foe's head with the palms of his hands!

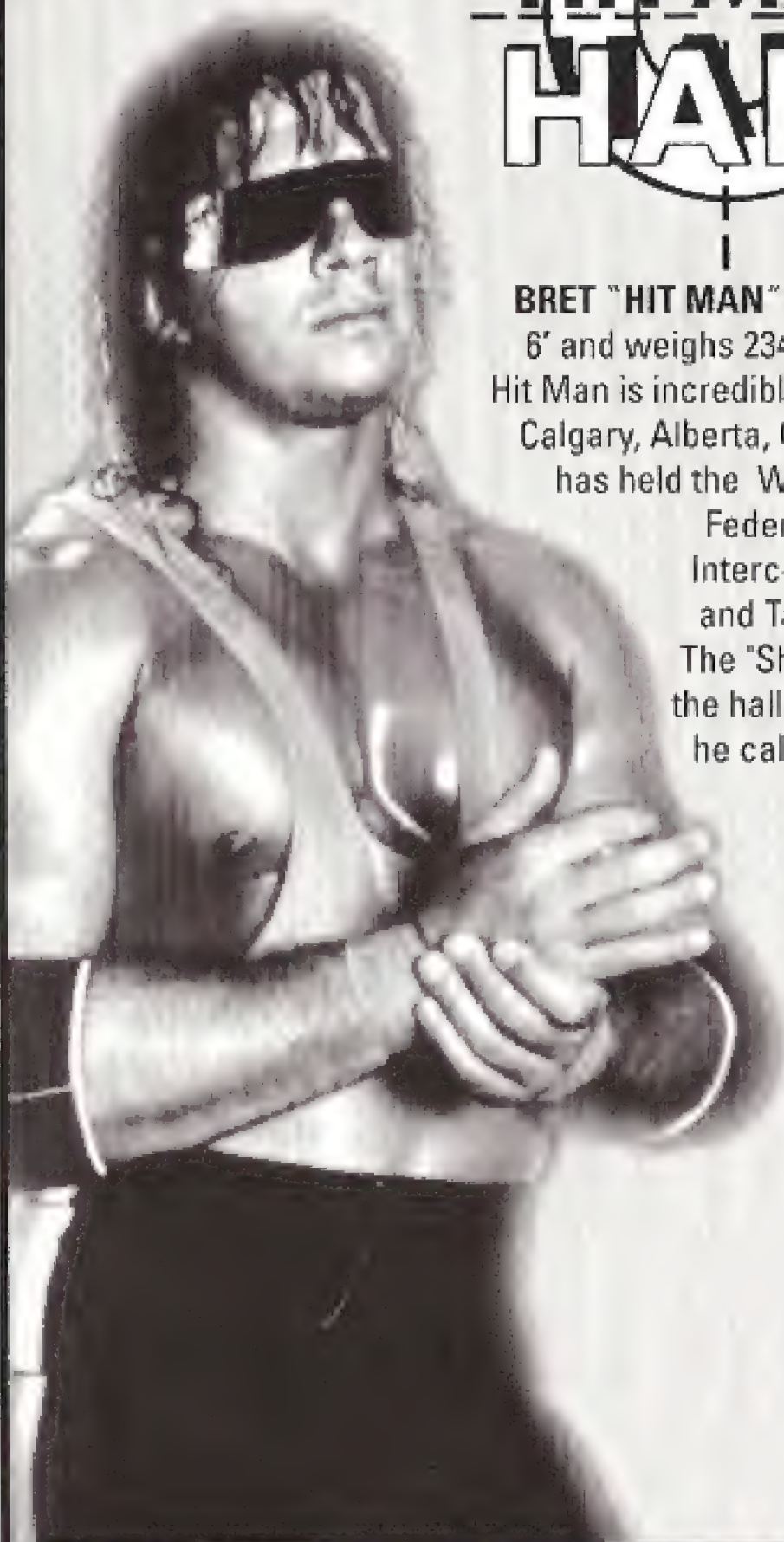


TATANKA™ stands 5'11" and weighs 250 pounds... This proud Native American with the bright red hair hails from Pembroke, North Carolina... Usually performs a war dance of victory around his fallen opponent just as he's about to score the winning pin... The "Reverse Fallaway Slam" is his favorite maneuver.



BRET "HIT MAN" HART™

BRET "HIT MAN" HART™ stands 6' and weighs 234 pounds... The Hit Man is incredibly skilled... This Calgary, Alberta, Canada, native has held the World Wrestling Federation Title, the Intercontinental Title and Tag Team Title... The "Sharpshooter" is the hallmark of a style he calls "excellence of execution."



MR. PERFECT™

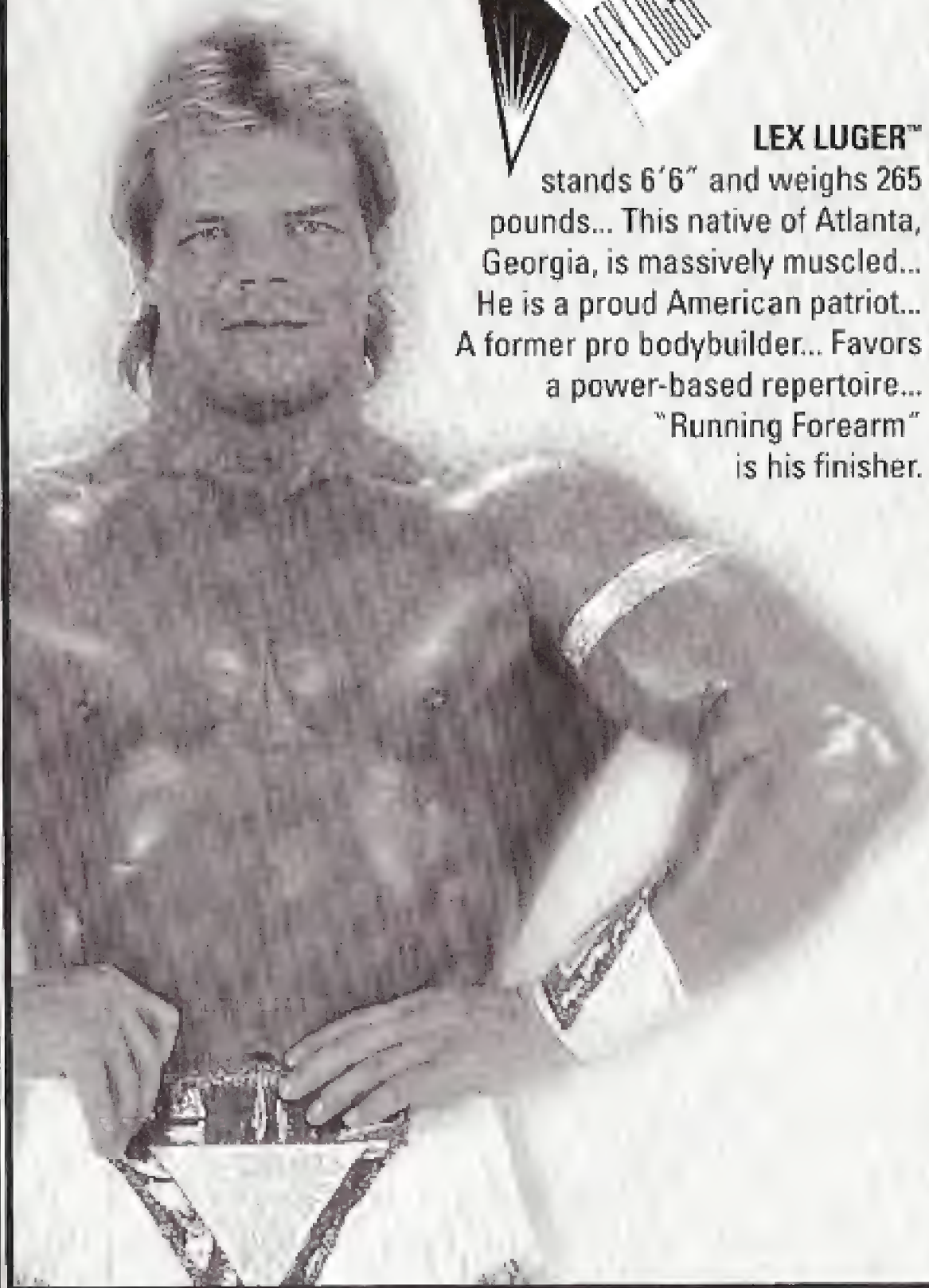


MR. PERFECT™ stands 6'4" and weighs 263 pounds... A native of Minneapolis, Minnesota... Self-confidence is not one of his problems!... A master of pure scientific wrestling... Possesses remarkable stamina... The "Perfect-Plex" suplex has helped him to score literally hundreds of decisive victories.



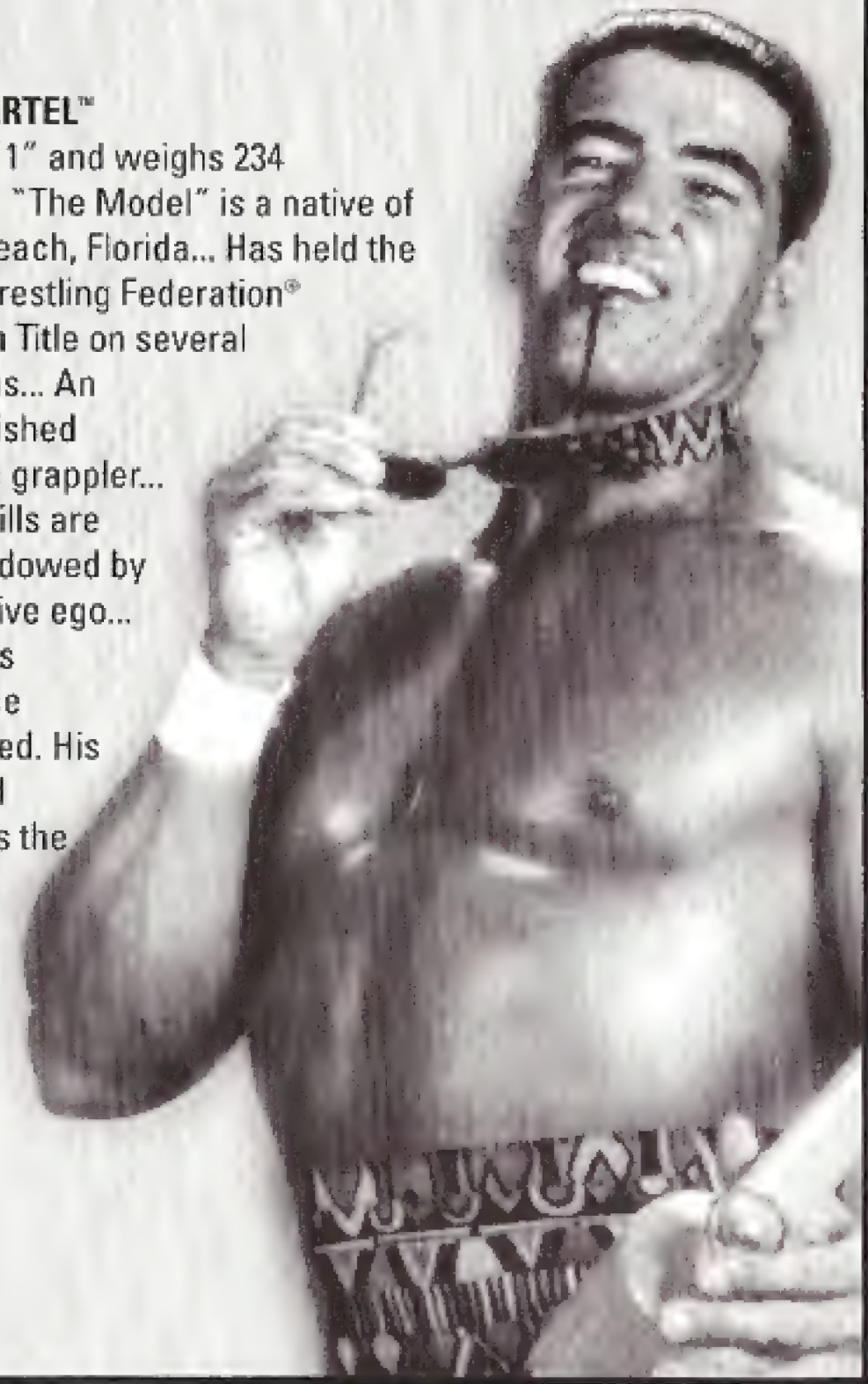


LEX LUGER™
stands 6'6" and weighs 265
pounds... This native of Atlanta,
Georgia, is massively muscled...
He is a proud American patriot...
A former pro bodybuilder... Favors
a power-based repertoire...
"Running Forearm"
is his finisher.

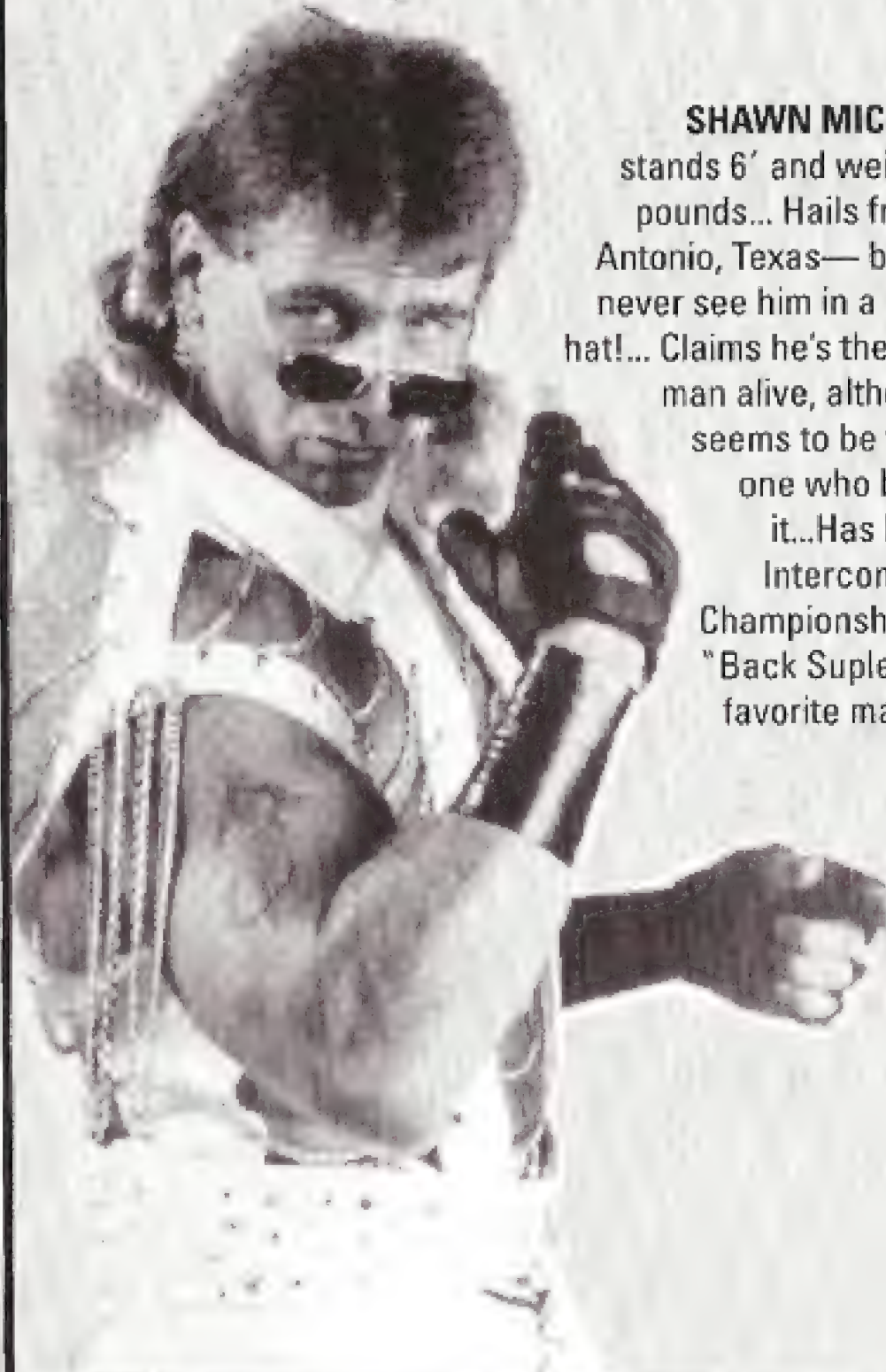


THE Model™

RICK MARTEL™
stands 6'1" and weighs 234
pounds... "The Model" is a native of
Cocoa Beach, Florida... Has held the
World Wrestling Federation®
Tag Team Title on several
occasions... An
accomplished
scientific grappler...
Those skills are
over-shadowed by
his massive ego...
He truly is
arrogance
personified. His
preferred
finisher is the
"Boston
Crab."

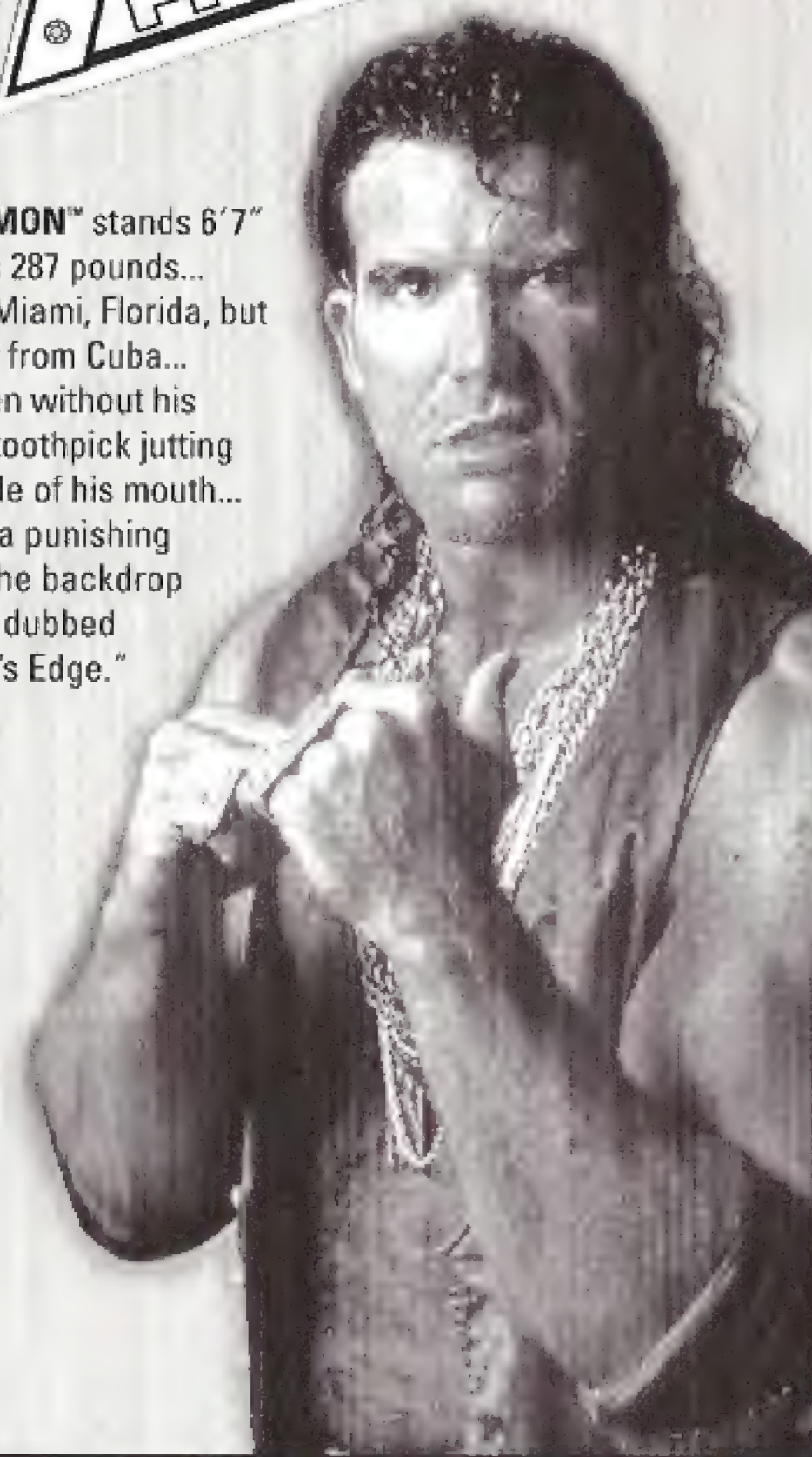


Shawn Michaels™



SHAWN MICHAELS™ stands 6' and weighs 240 pounds... Hails from San Antonio, Texas— but you'll never see him in a cowboy hat!... Claims he's the sexiest man alive, although he seems to be the only one who believes it...Has held the Intercontinental Championship... The "Back Suplex" is his favorite maneuver.

RAZOR RAMON™



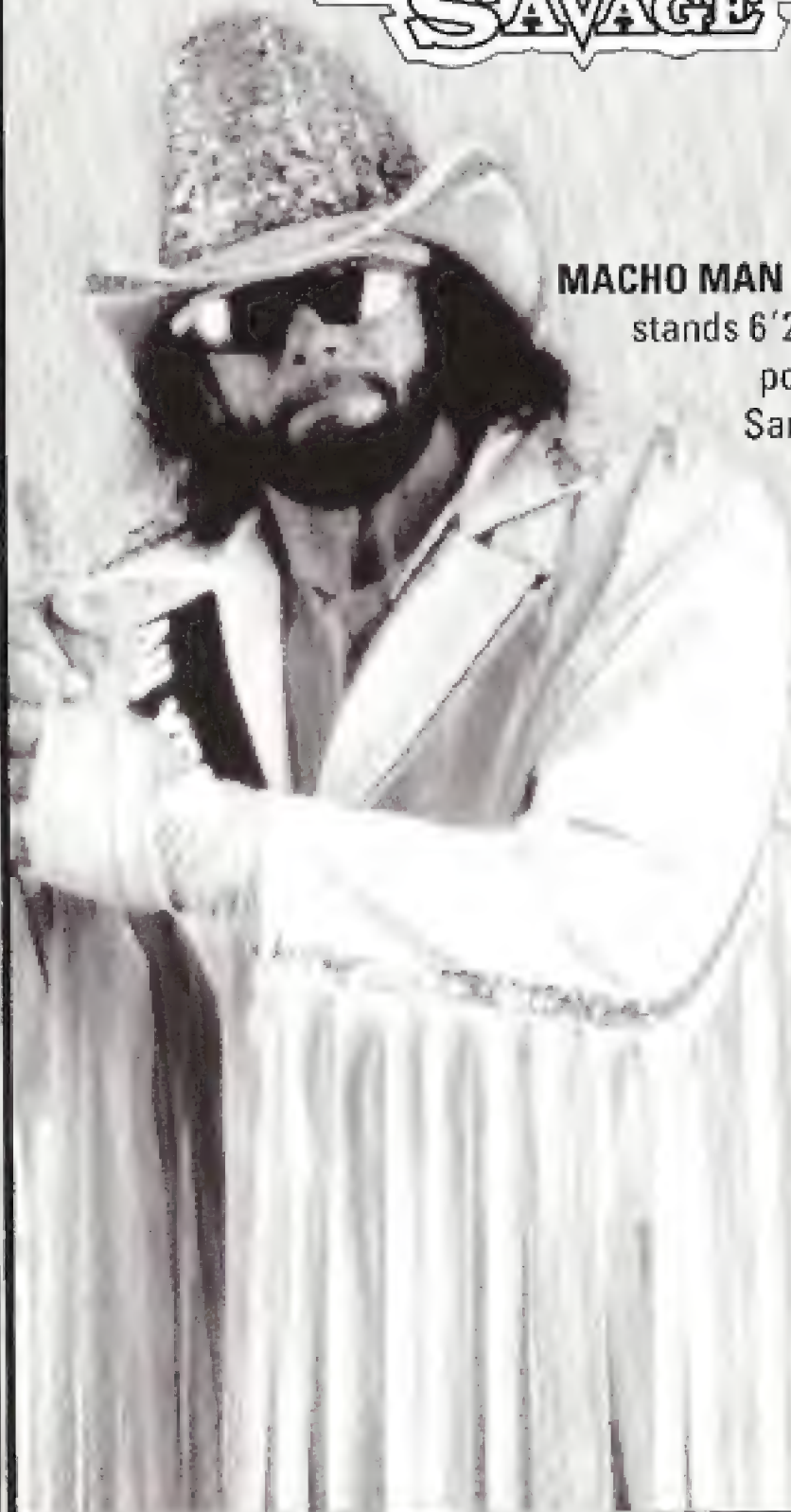
RAZOR RAMON™ stands 6'7" and weighs 287 pounds... Hails from Miami, Florida, but is originally from Cuba... Seldom seen without his trademark toothpick jutting from the side of his mouth... Possesses a punishing finisher in the backdrop that he has dubbed "The Razor's Edge."



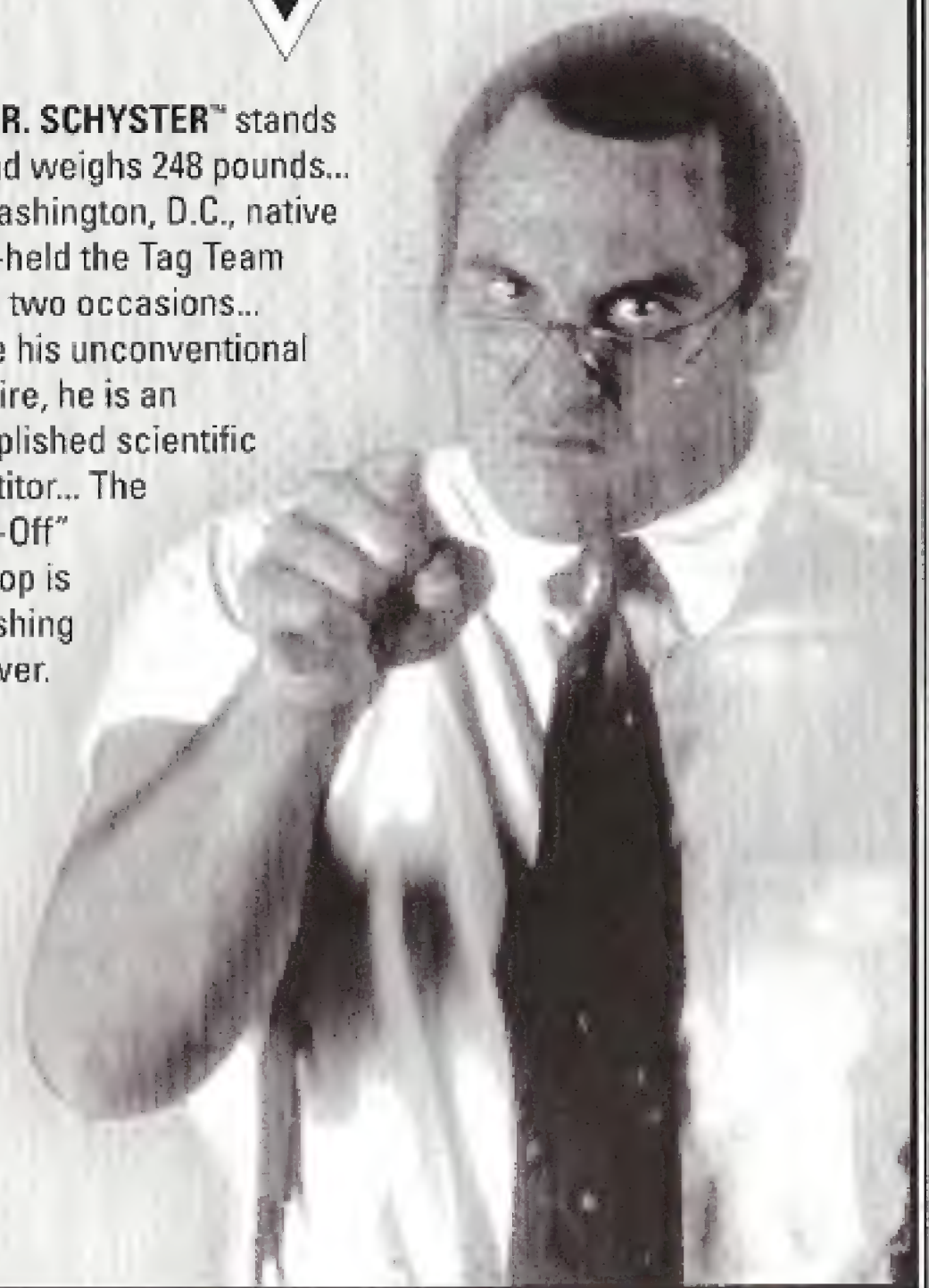
MACHO MAN RANDY SAVAGE™

stands 6'2" and weighs 245 pounds... Hails from Sarasota, Florida... A

two-time former World Wrestling Federation® Champion and a former Intercontinental titlist... One of the most colorful wrestlers in World Wrestling Federation® history... The "Flying Elbow Smash" from the top turnbuckle is his favorite maneuver.



IRWIN R. SCHYSTER™ stands 6'2" and weighs 248 pounds... This Washington, D.C., native has co-held the Tag Team Title on two occasions... Despite his unconventional ring attire, he is an accomplished scientific competitor... The "Write-Off" backdrop is his finishing maneuver.

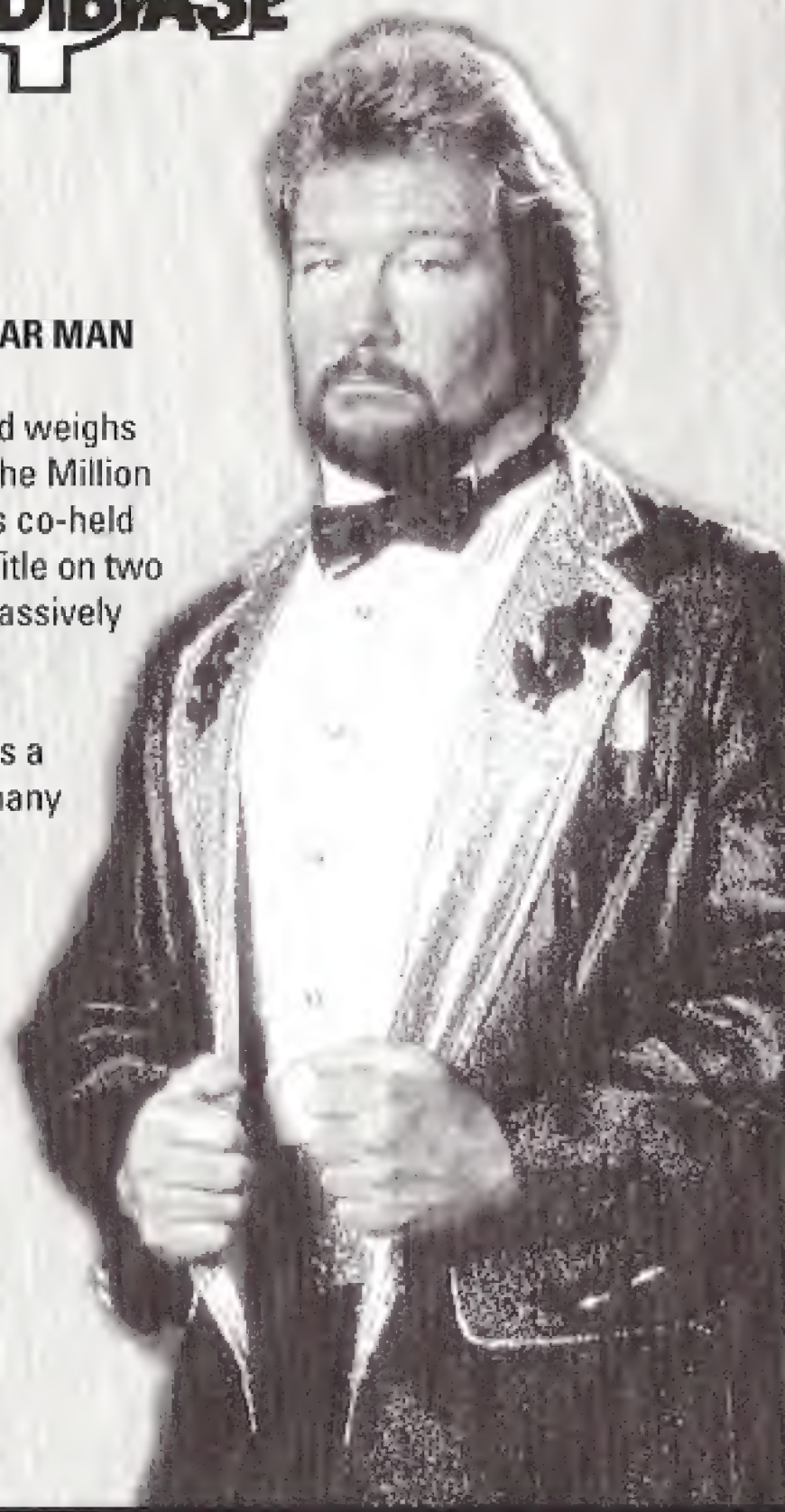


UNDERTAKER™

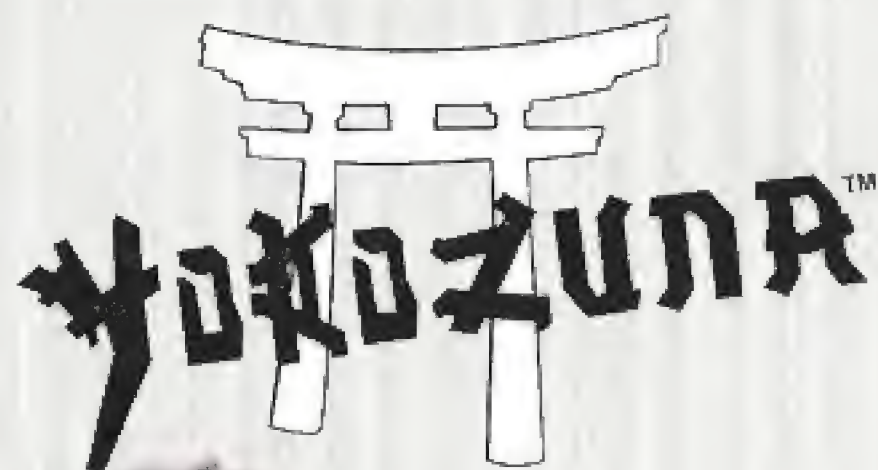


THE UNDERTAKER™
stands 6'10 1/2" and weighs 328 pounds... Appropriately calls Death Valley his home... Managed by the macabre Paul Bearer™... Has a strange fascination (obsession?) with the dark side... Incredibly agile, can walk the top rope like a tightrope... The "Tombstone Piledriver" is his finishing move.

"Million Dollar Man" TED DIBIASE™



MILLION DOLLAR MAN TED DIBIASE™
stands 6'3" and weighs 260 pounds... The Million Dollar Man has co-held the Tag Team Title on two occasions... Massively wealthy, he claims that "Everybody has a price." With many seasonal residences, claims no hometown affiliation... The "Million Dollar Dream" sleeperhold is his finisher.



YOKOZUNA™ stands 6'5" and tips the scales— quite literally— at a massive 505 pounds...

Originally from Polynesia, this

huge competitor

lived in

Japan for

many

years...

Received

extensive

training as a

sumo wrestler...

Managed by

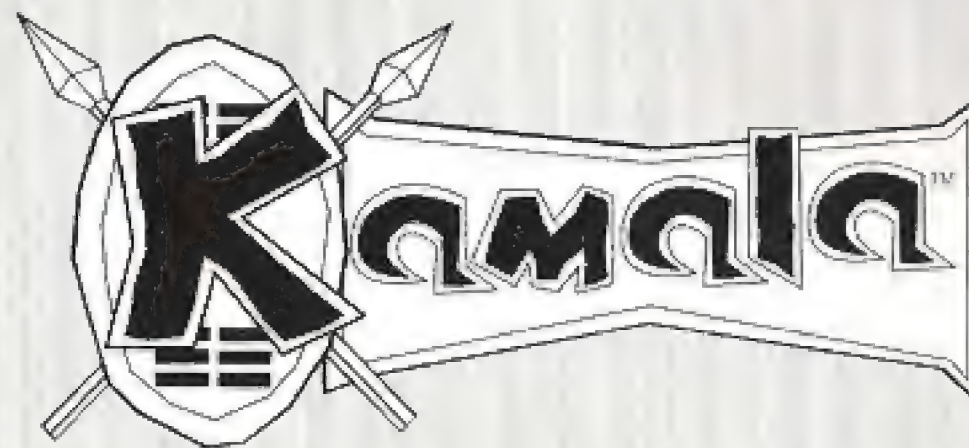
Mr. Fuji™...

The "Banzai

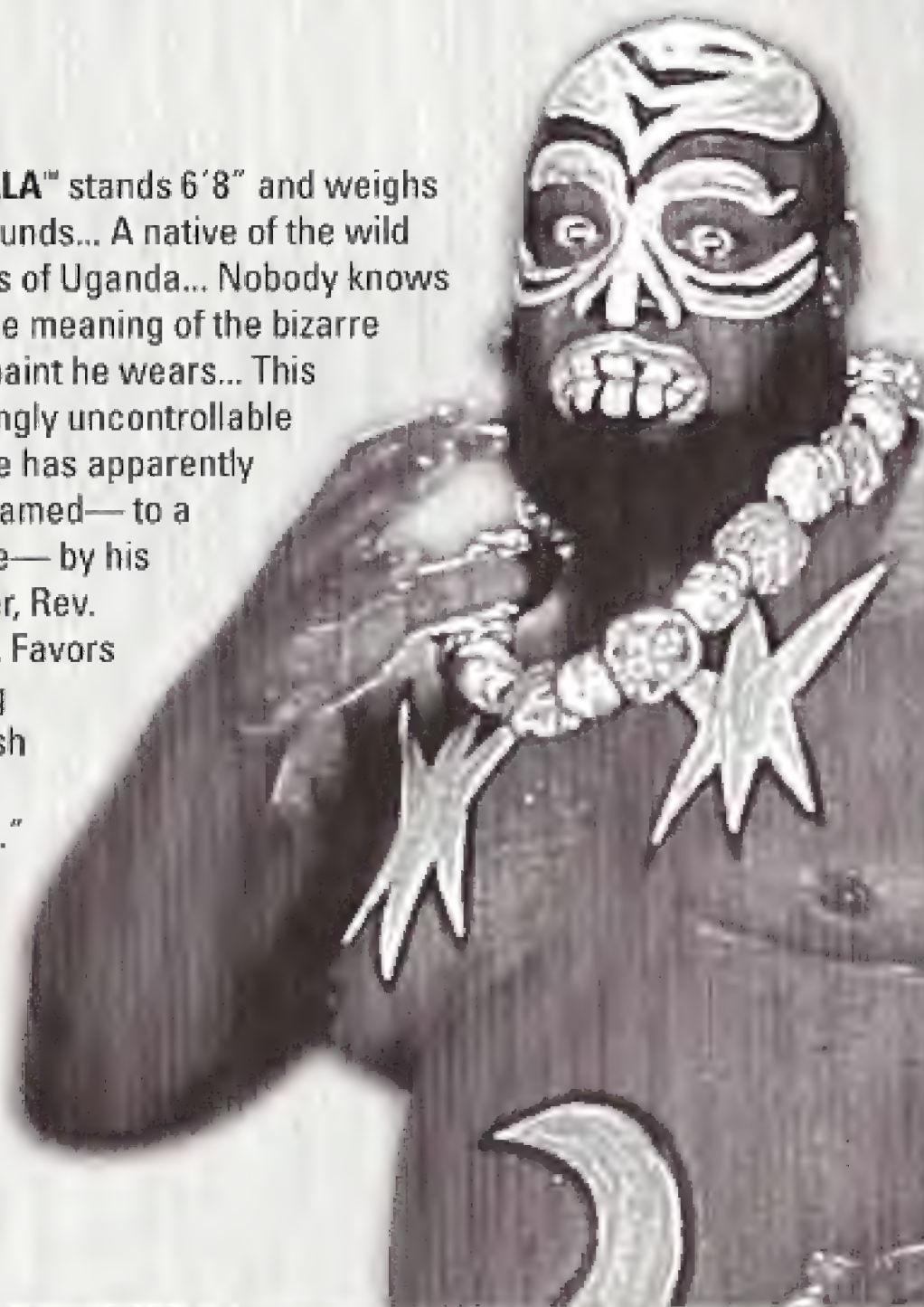
Drop" is his

finishing

move.



KAMALA™ stands 6'8" and weighs 390 pounds... A native of the wild jungles of Uganda... Nobody knows the true meaning of the bizarre body paint he wears... This seemingly uncontrollable savage has apparently been tamed—to a degree— by his adviser, Rev. Slick... Favors the big "Splash off the Ropes."

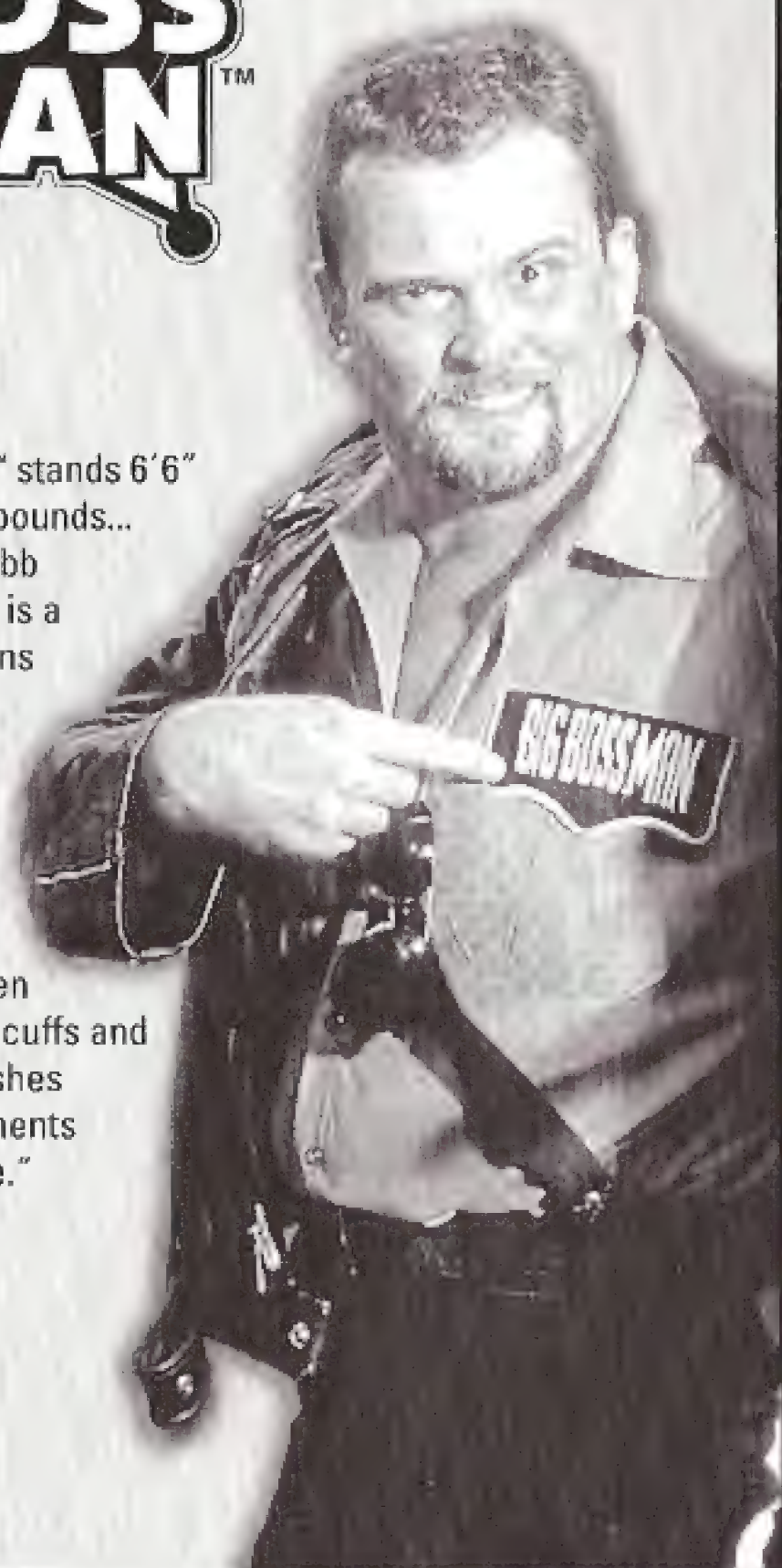




BAM BAM BIGELOW™ stands 6'6", and weighs 400 pounds... Incredibly agile for such a big man, Bam Bam uses an aggressive fighting style to take advantage of his opponents. This aggressive-ness is demonstrated in everything he does, from his favorite move, a "Headbutt off the top Rope," to his bald head that has been tattooed with flames!



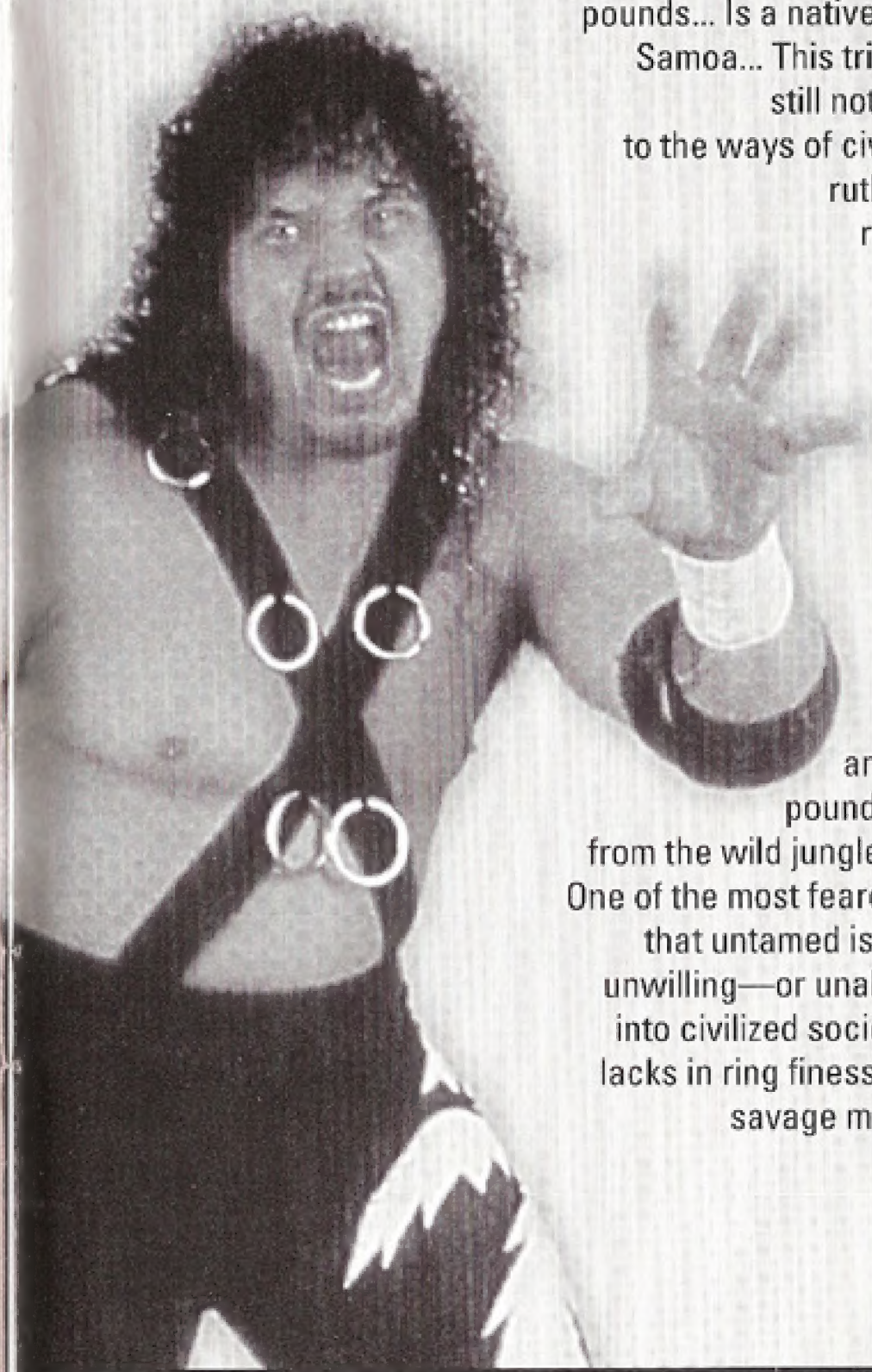
BIG BOSS MAN™ stands 6'6" and weighs 337 pounds... This native of Cobb County, Georgia, is a former corrections officer... Is fiercely determined to uphold the law, both in and out of the ring... Is almost never seen without his handcuffs and nightstick... Relishes seeing his opponents serve "hard time."



HEADSHRINKERS™

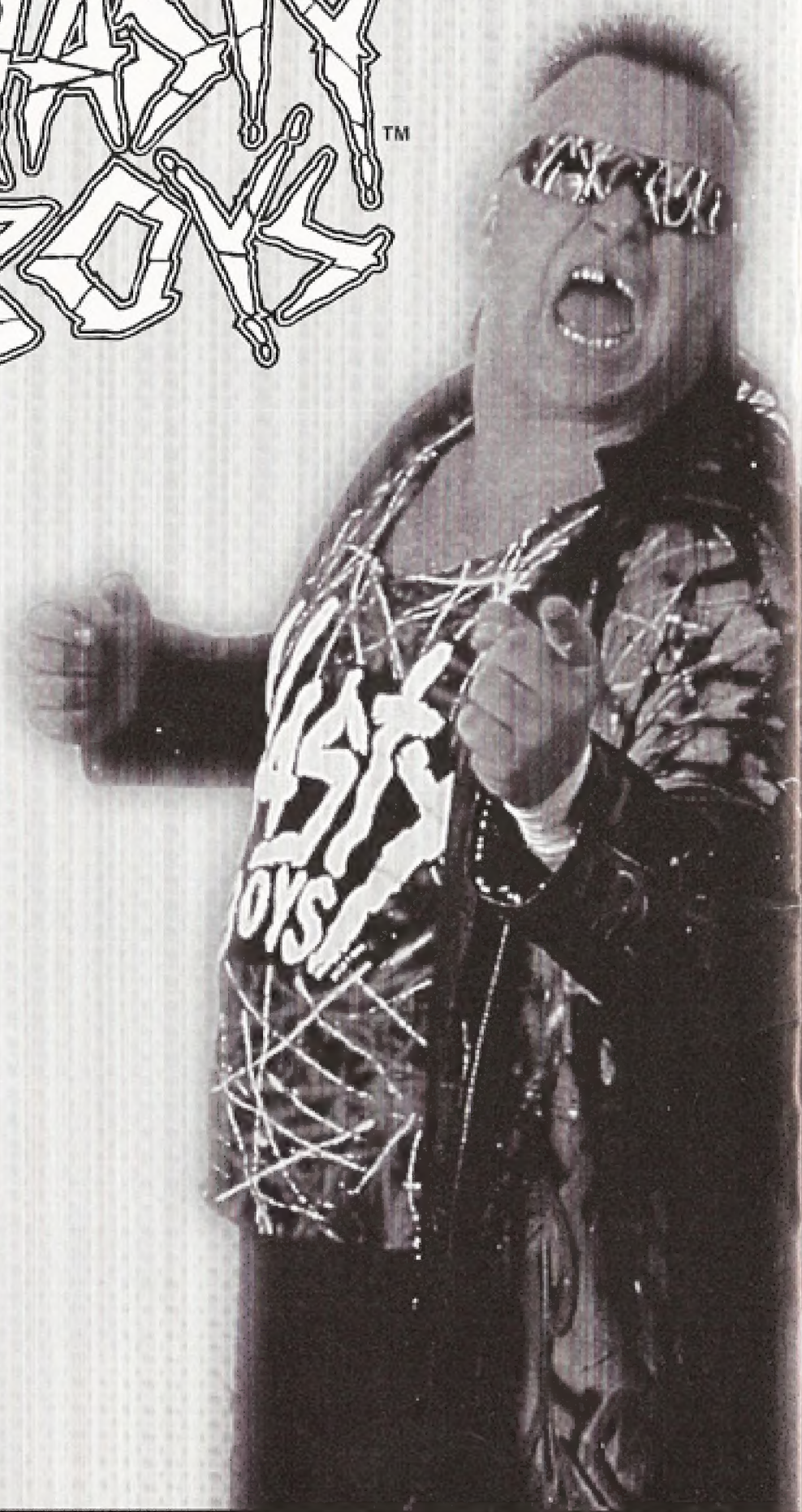


FATU™ stands 6'2" and weighs 277 pounds... Is a native of the Isle of Samoa... This tribal warrior is still not accustomed to the ways of civilization... As ruthless as he is revolting... His penchant for untamed brutality makes him an extremely dangerous brawler.



SAMU™ stands 6'1" and weighs 289 pounds... Also hails from the wild jungles of Samoa... One of the most feared fighters on that untamed island... Seems unwilling—or unable—to blend into civilized society... What he lacks in ring finesse, this violent savage makes up for in aggression!

**NASTY
BOYS™**



NASTY BOY SAGS™ stands 6'1" and weighs 271 pounds... With his toothless maniacal grin and fierce attitude, strikes a frightening presence in the ring... Hails from Allentown, Pennsylvania... A wild brawler with a fearless ability to fly from the top rope.

NASTY BOY KNOBBS™ stands 6' and weighs 275 pounds... Like his partner, Nasty Boy Sags™, he delights in showing his opponents that he can be "as nasty as I wanna be!"... Also from Allentown, Pennsylvania... His brutal ring style often leaves opponents beaten, bruised and "nasticized!"

NOTES

The World Wrestling Federation® and its logo are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, titles, logos and likenesses used herein are trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All Rights Reserved. MORTAL KOMBAT® is a Trademark of and Licensed from Midway® Manufacturing Company © 1992 All Rights Reserved - Used by Permission. Arena is a division of Acclaim Entertainment, Inc. ® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

ARENA LIMITED WARRANTY

ARENA warrants to the original purchaser only of this ARENA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ARENA software program is sold "as is," without express or implied warranty of any kind, and ARENA is not liable for any losses or damages of any kind resulting from use of this program. ARENA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ARENA software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ARENA software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ARENA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ARENA SOFTWARE PRODUCT.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the SEGA CD with respect to the receiver.
- Move the SEGA CD away from the receiver.
- Plug the SEGA CD into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Arena Hotline/Consumer Service Dept. (516) 624-9300

Marketed by Arena. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

PREPARE YOURSELF

COMING SOON TO
SEGA CD



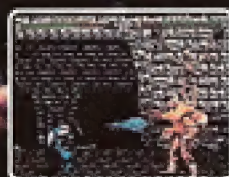
MORTAL KOMBAT



**JOHNNY CAGE'S
SHADOW KICK!**



FINISH HIM!



GORO LIVES!



**ALL THE KOMBAT
WARRIORS!**

GENESIS™ GAME GEAR™

Acclaim
entertainment, inc.

MIDWAY

SEGA AND GENESIS, GAME GEAR AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.
ARENA IS A DIVISION OF ACCLAIM ENTERTAINMENT, INC. TM & © 1993 ACCLAIM ENTERTAINMENT, INC. ALL RIGHTS RESERVED.
MARKETED BY ARENA. DISTRIBUTED BY ACCLAIM DISTRIBUTION, INC., 71 AUDREY AVENUE, OYSTER BAY, NY 11771
MANUFACTURED IN THE U.S.A.